APPENDIX

The following are the claims currently pending in the present application:

1. A method for a distributed audio server, the method comprising the computerimplemented steps of:

generating audio data and graphic data in a platform-independent application; sending the graphic data to a display server on a client machine specified by a display environment variable; and

sending the audio data to a platform-independent audio server on the client machine specified by an audio environment variable or by an audio command line parameter.

- 2. The method of claim 1 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.
- 3. The method of claim 1 wherein the display server is an X Windows display server.
- 4. A method for a distributed audio server, the method comprising the computer-implemented steps of:

generating audio data in a platform-independent application;

in response to receiving the audio data at an audio driver, determining whether an audio environment variable or an audio command line parameter is defined; and

if an audio environment variable or an audio command line parameter is defined, sending the audio data to a platform-independent audio server on a client machine specified by the audio environment variable or by the audio command line parameter.

5. The method of claim 4 further comprising:

generating graphic data in the platform-independent application; and sending the graphic data to a display server on the client machine specified by a display environment variable.

- 7. The method of claim 4 wherein the display server is an X Windows display server.
- 8. The method of claim 7 wherein the graphic data and the audio data are synchronized.
- 9. A data processing system for a distributed audio server, the data processing system comprising:

first generating means for generating audio data in a platform-independent application;

determining means for determining, in response to receiving the audio data at an audio driver, whether an audio environment variable or an audio command line parameter is defined; and

first sending means for sending, in response to a determination that an audio environment variable or an audio command line parameter is defined, the audio data to a platform-independent audio server on a client machine specified by the audio environment variable or by the command line parameter.

- 10. The data processing system of claim 9 further comprising:
- second generating means for generating graphic data in the platform-independent application; and

second sending means for sending the graphic data to a display server on the client machine specified by a display environment variable.

11. The data processing system of claim 9 wherein the platform-independent application and the platform-independent audio server are implemented in the Java programming language.

- The data processing system of claim 9 wherein the display server is an X 12. Windows display server.
- The data processing system of claim 12 wherein the graphic data and the audio 13. data are synchronized.
- A computer program product on a computer-readable medium for use in a data 14. processing system for a distributed audio server, the computer program product comprising:

instructions for generating audio data and graphic data in a platform-independent application;

instructions for sending the graphic data to a display server on a client machine specified by a display environment variable; and

instructions sending the audio data to a platform-independent audio server on the client machine specified by an audio environment variable or by an audio command line parameter.

- The computer program product of claim 14 wherein the platform-independent 15. application and the platform-independent audio server are implemented in the Java programming language.
- The computer program product of claim 14 wherein the display server is an X 16. Windows display server.